	DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	
--	----------------------------------------	--

EX

\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$	00000000 00000000000000000000000000000	RRRRRRRR RRRRRRRR RR RR RR RR RR RR RRRRRR	NN		DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	
		\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$				

EDTS VO4-

Page

VAX-11 Bliss-32 V4.0-742 [EDT.SRC]SCRNEWDEL.BLI;1

XTITLE 'EDT\$SCRNEWDEL - delete a line from the screen'
MODULE EDT\$SCRNEWDEL (! delete a line from the screen ! File: SCRNEWDEL.BLI Edit: JBS1007

BEGIN

0016 0017

0018

0019 0020 0021

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FACILITY: EDT -- The DEC Standard Editor

ABSTRACT:

This module updates the screen information data structure to reflect the deletion of a line.

ENVIRONMENT: Runs at any access mode - AST reentrant

AUTHOR: Sharon M. Burlingame, CREATION DATE: September 15, 1982

MODIFIED BY:

1-001 - Original. SMB 15-Sep-1982.
1-002 - Fix up the original to conform to new design. SMB 10-Oct-1982
1-003 - Add more code to remove existing bugs. SMB 26-Oct-1982
1-004 - Change updating of the screen pointers. JBS 29-Oct-1982
1-005 - Don't set the rebuild flag. JBS 03-Jan-1983
1-006 - Also invalidate EDT\$\$A_CSR_SCRPTR if it is deleted. JBS 20-May JBS 20-May-1983

EDT\$SCRNEWDEL EDT\$S	SCRNEWDEL - delete a line from the screen arations	N 4 16-Sep-1984 01:37:42 14-Sep-1984 12:24:34	VAX-11 Bliss-32 V4.0-742 CEDT.SRCJSCRNEWDEL.BLI;1	Page (2
55 56 57 58 60 61 62 63 64 65 65 66 67 68 69 70 71 71 72 73 74 74 75 76 77 78 79 80 81 82 83 84 85 86 86 86 87 88 88 86 86 87 88 88 88 88 88 88 88 88 88	TABLE OF CONTENTS: REQUIRE 'EDTSRC:TRAROUNAM'; FORWARD ROUTINE EDT\$\$SC_LNDEL: NOVALUE; INCLUDE FILES: REQUIRE 'EDTSRC:EDTREQ'; MACROS: NONE EQUATED SYMBOLS: NONE OWN STORAGE: NONE EXTERNAL REFERENCES: In the routine			

EDT9

```
B 5
16-Sep-1984 01:37:42
14-Sep-1984 12:24:34
EDTSSCRNEWDEL
V04-000
                                       EDT$SCRNEWDEL - delete a line from the screen EDT$$SC_LNDEL - delete a line from the screen
                                                                                                                                                                                                                         VAX-11 Bliss-32 V4.0-742
LEDT.SRCJSCRNEWDEL.BLI;1
                                                                                                                                                                                                                                                                                                                  Page
                                                           *SBTTL 'EDT$$SC_LNDEL - delete a line from the screen'
      GLOBAL ROUTINE EDT$$SC_LNDEL (
SCRPTR
): NOVALUE =
                                                                                                                                                                                  ! Delete a line from the screen ! Screen pointer to delete
                                       0665
06667
06667
06677
06677
06677
06677
06677
06687
06687
06687
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06687
                                                               FUNCTIONAL DESCRIPTION:
                                                                              Update the screen line information structure by releasing the memory to the pool of available storage. Update various screen line pointers as necessary.
                                                                FORMAL PARAMETERS:
                                                                               NONE
                                                                IMPLICIT INPUTS:
                                                                              EDT$$G_MEM_CNT
EDT$$A_BOT_SCRPTR
EDT$$A_EOB_SCRPTR
EDT$$A_TOP_SCRPTR
EDT$$A_FST_AVLN
EDT$$A_FST_SCRPTR
EDT$$A_LST_SCRPTR
EDT$$A_LST_SCRPTR
EDT$$A_CSR_SCRPTR
EDT$$A_CSR_SCRPTR
EDT$$L_CUR_SCRLN
                                                                IMPLICIT OUTPUTS:
                                                                              EDT$$G_MEM_CNT
EDT$$A_BOT_SCRPTR
EDT$$A_EOB_SCRPTR
EDT$$A_TOP_SCRPTR
EDT$$A_FST_AVLN
EDT$$A_FST_SCRPTR
EDT$$A_LST_SCRPTR
EDT$$A_CSR_SCRPTR
EDT$$A_CSR_SCRPTR
EDT$$L_CUR_SCRLN
                                                                ROUTINE VALUE:
                                                                               NONE
                                                                SIDE EFFECTS:
                                       0704
0705
0706
0707
0708
0709
0710
                                                                               NONE
                                                                     BEGIN
                                                                    EXTERNAL EDT$$G_MEM_CNT, EDT$$A_BOT_SCRPTR : REF SCREEN_LINE, EDT$$A_EOB_SCRPTR : REF SCREEN_LINE,
                                                                                                                                                                                      Allocated memory count
Bottom screen pointer
                                                                                                                                                                                  ! EOB screen pointer
```

EDT VO4

```
EDTSSCRNEWDEL
V04-000
                                                                                            16-Sep-1984 01:37:42
14-Sep-1984 12:24:34
                       EDT$SCRNEWDEL - delete a line from the screen EDT$$SC_LNDEL - delete a line from the screen
                                                                                                                               VAX-11 Bliss-32 V4.0-742
CEDT.SRCJSCRNEWDEL.BLI;1
                                                                                                                                                                                   Page
                                            - delete a line from the screen
                                              EDT$$A_TOP_SCRPTR : REF SCREEN_LINE,
EDT$$A_CSR_SCRPTR : REF SCREEN_LINE,
EDT$$A_FST_AVLN : REF SCREEN_LINE,
EDT$$A_FST_SCRPTR : REF SCREEN_LINE,
EDT$$A_LST_SCRPTR : REF SCREEN_LINE;
                                                                                                          Top screen pointer
Current screen pointer
   144789012345678901234567890123456789012345678901234567890123456789012345678901234567890123456789012345678901
                                                                                                           First available screen info memory
                                                                                                           Pointer to first screen line info
                                                                                                          Pointer to last screen line info
                                        MAP
                                              SCRPTR : REF SCREEN_LINE;
                                                                                                        ! Screen pointer parameter
                                       NXT_ADDR : REF SCREEN_LINE,
PREV_ADDR : REF SCREEN_LINE;
                                                                                                           Address of next line info
                                                                                                        ! Address of previous line info
                                     find the next and previous pointers of the line being deleted.
                                        NXT_ADDR = .SCRPTR [SCR_NXT_LINE];
PREV_ADDR = .SCRPTR [SCR_PRV_LINE];
                                     Check for deleting the first line of the screen data base.
                                        IF (.EDT$$A_FST_SCRPTR EQLA .SCRPTR)
THEN
                                              BEGIN
                                              EDT$$A_FST_SCRPTR = .NXT_ADDR;
EDT$$A_FST_SCRPTR [SCR_PRV_LINE] = 0;
                                     Check for deleting the last line of the screen data base.
                                        IF (.SCRPTR EQLA .EDT$$A_LST_SCRPTR)
THEN
                                              EDT$$A_LST_SCRPTR = .PREV_ADDR;
EDT$$A_LST_SCRPTR [SCR_NXT_LINE] = 0;
                                     Check for EOB deleted off the screen
                                        IF (.EDT$$A_EOB_SCRPTR EQLA .SCRPTR) THEN EDT$$A_EOB_SCRPTR = 0;
                                     Check for deleting the top line from the data base.
                                        IF (.EDT$$A_TOP_SCRPTR EQLA .SCRPTR) THEN EDT$$A_TOP_SCRPTR = 0;
                                  ! Check for deleting the bottom line from the data base.
                                        IF (.EDT$$A_BOT_SCRPTR EQLA .SCRPTR) THEN EDT$$A_BOT_SCRPTR = 0;
```

EDT VO4

```
EDT$SCRNEWDEL - delete a line from the screen 16-Sep-1984 01:37:42 EDT$$SC_LNDEL - delete a line from the screen 14-Sep-1984 12:24:34
EDTSSCRNEWDEL
V04-000
                                                                                                                                              VAX-11 Bliss-32 V4.0-742
LEDT.SRCJSCRNEWDEL.BLI;1
                                                                                                                                                                                                         Page
    233456789012345678901234567890123456789012345678901234567890123456789012345678
                                          Check for deleting the current line from the data base. This will likely
                                          cause the screen data base to get rebuilt.
                                             IF (.EDT$$A_CSR_SCRPTR EQLA .SCRPTR) THEN EDT$$A_CSR_SCRPTR = 0;
                                        fix up the previous and next pointers.
                                             IF (.PREV_ADDR NEGA O) THEN PREV_ADDR [SCR_NXT_LINE] = .NXT_ADDR;
                                             IF (.NXT_ADDR NEGA O) THEN NXT_ADDR [SCR_PRV_LINE] = .PREV_ADDR;
                                         The line being deleted is indicated by SCRPTR. If there are no screen line buffers in the free list, then start
                                          a new list; otherwise add the memory to the front of the current list.
                                             SCRPTR [SCR_NXT_LINE] = .EDT$$A_FST_AVLN;
SCRPTR [SCR_PRV_LINE] = -1;
EDT$$A_FST_AVLN = .SCRPTR;
EDT$$G_MEM_CNT = .EDT$$G_MEM_CNT - 1;
                                                                                                                    ! For debugging
                          0796
0797
0797
0799
0801
0802
0808
0808
0808
0808
0811
0813
0814
0815
0818
0819
0818
0819
0818
                                         Make sure the counter agrees with the data base.
                                             IF O
                                                   BEGIN
                                                   LOCAL
                                                           COUNT
                                                          SCRPTR1 : REF SCREEN_LINE,
SCRPTR2 : REF SCREEN_LINE;
                                                   COUNT = 0;
SCRPTR1 = .EDT$$A_FST_SCRPTR;
ASSERT (.SCRPTR1 [SCR_PRV_LINE] EQL 0);
                                                    WHILE (.SCRPTR1 NEQA 0) DO
                                                          BEGIN
                                                          COUNT = .COUNT + 1;
SCRPTR2 = .SCRPTR1;
SCRPTR1 = .SCRPTR1 [SCR_NXT_LINE];
                                                          IF (.SCRPTR1 NEQA 0)
                                                          THEN
                                                                BEGIN
ASSERT (.SCRPTR1 [SCR_PRV_LINE] EQLA .SCRPTR2);
ASSERT (.SCRPTR1 NEQA .EDT$$A_FST_SCRPTR);
                                                          END:
```

EDT VO4

EDT\$SCRNEWDEL V04-000 : 259 : 260 : 261 : 262 : 263	0829 3 ASSER 0830 3 ASSER 0831 2 END; 0832 2	e a line from the a line from	LA .EDTSSA LST SCRPTR)	:		ige 6 (3)
; 263	0833 1 END;			of rout	tine EDT\$\$SC_LNDEL	
				.TITLE	EDT\$SCRNEWDEL EDT\$SCRNEWDEL - delete a line m the screen	fro
				.EXTRN .EXTRN .EXTRN .EXTRN .EXTRN .EXTRN .EXTRN	EDT\$\$G_MEM_CNT, EDT\$\$A_BOT_SCRPTR EDT\$\$A_EOB_SCRPTR EDT\$\$A_TOP_SCRPTR EDT\$\$A_CSR_SCRPTR EDT\$\$A_FST_AVLN EDT\$\$A_FST_SCRPTR EDT\$\$A_FST_SCRPTR EDT\$\$A_LST_SCRPTR EDT\$\$A_LST_SCRPTR EDT\$\$A_LST_SCRPTR	
				.PSECT	_EDT\$CODE,NOWRT, SHR, PIC,2	
		5A 000000006 59 000000006 58 000000006 57 000000006 56 000000006 54 000000006 51 04 51 51 51 51	07FC 00000 00 9E 00002 00 9E 00010 00 9E 00017 00 9E 00018 00 9E 00025 00 9E 00025 00 9E 00037 61 7D 00037 65 D1 00034 68 D1 00047 60 D4 00045 51 D1 00052 60 D4 00045 51 D1 00052 60 D4 00054 60 D1 00055 51 D1 00055 66 D1 00055 67 D1 00055 68 D1 00064 67 D1 00056 68 D1 00065 68 D1 00065 69 D1 00066 69 D1 00066 69 D1 00067 68 D1 00067 68 D1 00066 69 D1 00067 68 D1 00067 69 D4 00067 68:	MOVAB MOVAB MOVAB MOVAB MOVAB MOVAB MOVAL MOVAL CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMP CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CMPEQ CM	EDT\$\$SC_LNDEL, Save R2,R3,R4,R5,R6,R7,R8,- R9,R10 EDT\$\$A_FST_AVLN, R10 EDT\$\$A_CSR_SCRPTR, R9 EDT\$\$A_BOT_SCRPTR, R8 EDT\$\$A_EOB_SCRPTR, R6 EDT\$\$A_FST_SCRPTR, R6 EDT\$\$A_FST_SCRPTR, R4 SCRPTR, R1 (R1), PREV_ADDR EDT\$\$A_FST_SCRPTR, R1 1\$ NXT_ADDR, EDT\$\$A_FST_SCRPTR EDT\$\$A_FST_SCRPTR, R0 (R0) R1, EDT\$\$A_LST_SCRPTR EDT\$\$A_LST_SCRPTR EDT\$\$A_LST_SCRPTR, R0 4(R0) EDT\$\$A_EOB_SCRPTR, R1 3\$ EDT\$\$A_EOB_SCRPTR, R1 4\$ EDT\$\$A_TOP_SCRPTR EDT\$\$A_TOP_SCRPTR EDT\$\$A_BOT_SCRPTR, R1 5\$ EDT\$\$A_BOT_SCRPTR, R1 6\$ EDT\$\$A_CSR_SCRPTR, R1 6\$ EDT\$\$A_CSR_SCRPTR, R1 6\$ EDT\$\$A_CSR_SCRPTR, R1	0731 0732 0737 0740 0741 0748 0751 0752 0759 0765

EDTSSCRNEWDEL V04-000	EDT\$SCRNEWDEL EDT\$\$SC_LNDEL	- delete - delete	a line from	the m the	screen	F 5 16-Sep-198 14-Sep-198	4 01:37	:42 VAX-11 BLiss-32 V4.0-742 :34 CEDT.SRCJSCRNEWDEL.BLI;1	Page (3
		04	A2	53	00 000 05 000 13 000	75 79 78:	MOVL TSTL BEQL	NXT_ADDR, 4(PREV_ADDR) NXT_ADDR 8\$	0786
		04	A1 61 6A 00000000	6A 01 51 06 00	DO 0000 CE 0000 DO 0000 D7 0000 04 0000	80 8\$: 84 87	MOVL TSTL BEQL MOVL MOVL MNEGL MOVL DECL RET	PREV_ADDR, (NXT_ADDR) EDT\$\$A_FST_AVLN, 4(R1) #1, (RT) R1, EDT\$\$A_FST_AVLN EDT\$\$G_MEM_CNT	079 079 079 079 083

; Routine Size: 145 bytes, Routine Base: _EDT\$CODE + 0000

: 264 0834 1 : 265 0835 1 !<BLF/PAGE>

6 5 16-Sep-1984 01:37:42 14-Sep-1984 12:24:34 EDTSSCRNEWDEL V04-000 VAX-11 Bliss-32 V4.0-742 LEDT.SRCJSCRNEWDEL.BLI;1 EDT\$SCRNEWDEL - delete a line from the screen EDT\$\$SC_LNDEL - delete a line from the screen Page 1 END 1 ELUDOM 267 268 269 ! of module EDT\$SCRNEWDEL PSECT SUMMARY Name Bytes Attributes _EDT\$CODE 145 NOVEC, NOWRT, RD , EXE, SHR, LCL, REL, CON, PIC, ALIGN(2) Library Statistics ----- Symbols -----Pages Processing File Percent Mapped Total Loaded _\$255\$DUA28:[EDT.SRC]EDT.L32;1 _\$255\$DUA28:[EDT.SRC]PSECTS.L32;1 377 40 00:00.2

EDT VO4

COMMAND QUALIFIERS

BLISS/CHECK=(FIELD, INITIAL, OPTIMIZE)/NOTRACEBACK/LIS=LIS\$:SCRNEWDEL/OBJ=OBJ\$:SCRNEWDEL MSRC\$:SCRNEWDEL.BLI/UPDATE=(ENH\$:SCRNEWDEL)

Size: 145 code + 0 data bytes Run Time: 00:14.8 Elapsed Time: 00:19.6

Elapsed Time: 00:14.8 Elapsed Time: 00:19.6 Lines/CPU Min: 3390 Lexemes/CPU-Min: 12133 Memory Used: 98 pages Compilation Complete 0139 AH-BT13A-SE

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